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in: ExportTemplate, Cantrip, Magic, and More 2 Edit Share Transmutation cantrip Casting Time: 1 performance Range: 30 feet Components: V Duration: Up to 1 minute you manifest a small miracle, a sign of supernatural power, within range. You create one of the following magic effects range: your voice booms up to three times as loud as usual in 1 minute. You cause the flames to blink, brighten, darken, or change color for 1 minute. You are caused by a harmless tremor in the ground for 1 minute. You create an instantaneous sound that comes from your choice of place in the range, such as thunder rumble, raven cry or ominous whispers. You instantly cause the unlocked door or window to fly open or slam shut. You change the appearance of your eyes for 1 minute. If you cast this spell several times, you can have up to three of its 1 minute effects running over time, and you can dismiss such an effect as an action. [1];103 [2];282 References [edit | edit source] ExportTemplate Cantrip Magic Transmutation Clergyman Community content is available under CC-BY-SA, unless otherwise specified. As the headline says, I'm wondering what some creative uses that people have used thaumaturgy Cantrip. Page 2 of 16 comments Subscribe to our newsletter and get a free Adventure! Mike K. Posted on November 29, 2019Ma 28, 2020 Comes from the Greek words thauma and urgy, Thaumaturgy means wonder-work. Spiritualists from the past, who claimed to be able to talk to spirits and ghosts outside, could use the dexterity of hands and simple tricks to create illusions to deceive and thrill their audiences in séance or theater. To this day, people pay for such services in Halloween haunted homes or at home psychic. To understand the limitations and abilities of this cantrip, we can refer to these performers who inspired it. To creatively use this cantrip, your creativity will be up to DM's discretion, because you will need their approval of the benefits or improving the wavelengths. It's not guaranteed that your DM will allow for some of these benefits, but it might be worth a try! The voice booms 3x volume to deceive people away with the sound of whatever you may profess: monster, dragon, etc. Enhance your vicious mockery or divine word to affect a larger area. Use your best wizard Oz impression to make them out of sight to think you're bigger than you are. Don't look behind the curtain! Flames blink, brighten, dim, change color Increase the radius of the torch in darkened placesResaking enemies light radius, or change its color is darkChange colors flame signal someone far away harmless tremors deceive others that the army is approaching. Make it seem that the cave is going to collapse. Convince the city that a great tragedy is going to befall them – a dragon or a volcano awakening. Time trembles in unison with some steps to make them very self-confident or too confident. Sound – thunder clap, raven cry, whisper nearby animals or enemies fasteners with predatory sounds. Use mating calls to attract nearby animals. Deceive others into believing that there are people hiding just out of sight. Make a person paranoid by surrounding them with barely audible whispers. Persuade people to leave the area because of the incoming rain, with the sound coming to thunder. Send messages to others through whispers. Convince those around you of the truth about your message with divine confirmation of thunder's clap. The staff were very friendly and helpful. Unlock doors/windows open/close Is the trap going on that door or chest? From a distance, open it to make sure. Even if it is blocked, you can cause any trap. The enemy presses on the door? Open the door to smack them in the face, or at least throw them off balance. Someone who haunts you? Throw open wagon doors, shop entrances, animal cages, anything that get it in the way and slow them down. Chasing someone? Do the opposite in advance and hope they run into the door or trip through some chickens. Alter eye appearance deceive others into believing that you are blind, having damaged or missing eyes! Intimidate others with completely black eyes, just like eyebite spellDeceive others that you are sick with your completely blood shot eyesHarisma advantage with eyes color sapphire, amethyst, or emerald. Don't forget to add a sparkle of stars over another night of sea. The combined effects convince others that their home is haunted: shaking, flashing lights, and moaning. You could remove that haunting, for a fee, of course. The advantage of intimidation: a thriving voice, eye color and tremor! Deception advantage: Disguised as a monster? Cause some tremor and improve your voice to help your deception. Performance advantage: Sharp-timed thunder and sound effects can certainly help bard up with your stories Edit Page Content You manifest a small miracle, a sign of the supernatural power within the range. You create one of these magic effects in the range. • Your voice flashes up to three times louder for 1 minute. • You cause the 1st tom to flash, To brighten, darken, or change colour for 1 minute. • You cause a 1-minute tremor in the ground. • You create instantaneous sound that comes from your choice in the range, such as a thunderous rumble, a raven cry, or an ominous whisper. • You immediately cause an unblocked door or window to open or fasten. • You change your eyes for 1 minute. If you cast this spell several times, you can have up to three of its 1 minute Effects active at a time, and you can dismiss such an effect as a requirement. You get a small miracle, a sign of supernatural power, a range. You create one of the following magic effects range: your voice booms up to three times as loud as usual in 1 minute. You cause the flames to blink, brighten, darken, or change color for 1 minute. You are caused by a harmless tremor in the ground for 1 minute. You create a sound that comes from your choices, such as thunder rumble, raven cry or ominous whispers. You instantly cause the unlocked door or window to fly open or slam shut. You change the appearance of your eyes for 1 minute. If you cast this spell several times, you can have up to three of its 1 minute effects active at a time, and you can dismiss such an effect as a requirement. My comments: Hurray, Prestidigitation for clerics! Is it DruidCraft for clergy? Or, vice versa? The flavor of each of them varies depending on the class, but the concept is essentially the same, you can create some small magic effect cheaply. Don't expect much, and at the same time, the cost is super low. Be creative. I like like this, Thaumaturgy, is kind of spooky. Prestidigitation reminds me of low-level mags showing off, Druidcraft makes me think about druids just doing their thing in nature and this one? It reminds me of a haunted house. Booming voices, changes in lighting, mysterious raven calls or subtle whispers, doors opening or closing for no reason, freaking spooky-ass eyes. Who knew the clergy were so goth? [pssst... you want to draw a card from the deck of many things?] Related Related

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